AMENDMENTS TO THE SPECIFICATION

Please amend the specification as indicated below. The language being added is underlined ("___") and the language being deleted contains a strikethrough ("—").

Please substitute the following annotated paragraph for paragraph [0006]:

[0006] Once this viewing area has been selected, clipping ~~ligie~~logic eliminates the polygons (i.e., triangles) which are outside the viewing area and "clips" the polygons, which are partly inside and partly outside the viewing area. These clipped polygons will correspond to the portion of the polygon inside the viewing area with new edge(s) corresponding to the edge(s) of the viewing area. The polygon vertices are then transmitted to the next stage in coordinates corresponding to the viewing screen (in X, Y coordinates) with an associated depth for each vertex (the Z coordinate). In a typical system, the lighting model is next applied taking into account the light sources. The polygons with their color values are then transmitted to a rasterizer.